

Board Direction BD-011894-23 ABP-312614-22

The submissions on this file and the Inspector's report were considered at a Board meeting held on 07/03/2023.

The Board decided to grant retention permission generally in accordance with the Inspector's recommendation, for the following reasons and considerations, and subject to the following conditions.

Reasons and Considerations

Having regard to the nature of the area and the scale and use of the development it is considered that subject to the conditions set out below the proposed development would not seriously injure the amenities of the area, would not impact on human health or represent a traffic hazard, and would otherwise be in accordance with the proper planning and sustainable development of the area.

Conditions

The development shall be retained in accordance with the plans and particulars lodged with the application, except as may otherwise be required in order to comply with the following conditions. Where such conditions require details to be agreed with the planning authority, the developer shall agree such details in writing with the planning authority.

Reason: In the interest of clarity

 The equestrian arena and associated lighting columns shall not be used for commercial purposes or for any other purpose other than a purpose incidental to the enjoyment of the dwelling and stables.

Reason: In the interest of orderly development.

 The arena lighting shall be operated in accordance with the details submitted to the planning authority on the 19th day of October 2021 and in accordance with Meath County Council's 'Public Lighting Technical Specifications and Requirements'.

Reason: In the interest of public safety and the protection of residential amenities and public health.

4. The lighting shall not be used or otherwise be left switched on between the hours of 2200 and sunrise daily and shall be switched on for a maximum of 2 hours over any 24 hour period.

Reason: In the interest of residential amenity.

Board Member

Date: 14/03/2023